Encyclopaedia Aristasiana

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Exile Aristasians

An "exile Aristasian" is one who feels that The Motherland is her true home and Telluria is a place of exile.

Typically an exile Aristasian will always have felt out of place in Telluria, feeling it to be a strange and alien world. She will often have had a sense from childhood of friends in "another world" who are to some extent guiding or protecting her.

On hearing about Aristasia, it will often come to her not as a novel or surprising concept but as the confirmation and elucidation of something she already knew.

"It all felt so familiar: it felt like coming home" is a typical comment of an exile Aristasian about her first encounter with Aristasia in Telluria.

Exile Aristasians often speak of being "stationed" on Telluria. Since Operation Bridgehead there has been an increasing sense that Aristasia-in-Telluria is part of a spiritual war in which feminine forces are attempting to redress a balance in Telluria which is a too-extreme masculine force in the universe: the very existence of a honorarily intemorphic State in the midst of late-patriarchal Telluria is held to perform a valuable function in the overall balance of psychic power. There may be more to it than this, but the Bridgehead authorities have intimated this much.

Thus, for an exile Aristasian, there is a sense of having been sent to Telluria to do a job and to serve the Motherland. No doubt her personal fate, or *werde*, has also brought her here, but to the extent that it is a negative fate, that is ameliorated by the chance to work for the Motherland and live in a far-flung colony that is still under the wing of our dear Empress.

Other Exiles

There are those who feel they are intemorphic exiles, without being Aristasian. It may be hard for non-Aristasian intemorphi to know what they are since the concept of intemorphity is unknown in Telluria and all other alien deployments seem to have very little intellectual

underpinning once they arrive in Telluria. As a result, they think and structure themselves culturally largely in Tellurian terms (and Rajasic/Tamasic Tellurian terms at that). It seems to be the great strength of the Bridgehead that we are able to regroup not only as a body but as a non-Tellurian cultural and intellectual unit once we arrive here. Helping other intemorphi at least know what they are, it can be argued, is not entirely alien to our mission.

Entering a particular birth or new life to a large extent expunges one's memories. Traditionally, in ancient Telluria, this was known as the Waters of Lethe (forgetfulness); more recently, it has been termed a Ring Pass-not. Whatever we call it, the phenomenon a) certainly exists and b) is not total, since quite a few people remember odd little things. So the whole question arises as to what it means to be in Telluria and not Tellurian, since presumably many people who are Tellurian have been something else at some point earlier.

The question is perhaps more troubling in theory than in practice. We all have a center-of-identity, which makes us that which we ARE. That can change. A person can emigrate from America to France or Japan and become in many respects French or Japanese. Many Americans started off somewhere else. So this center-of-identity can change in many cases, and often it cannot. Most people who adopt a new nationality and culture retain some aspects of their previous one. Many people, maybe a majority, cannot adapt at all (most never try).Perhaps most Tellurians would regard this center-of-identity as being somewhat superficial, at least, most West Tellurians, and in particular, most Americans. Europeans probably see it as less superficial, and Asians don't see it as superficial at all. Asians see it as being a part of what we are. And so do Aristasians. The werdic links that draw us to a particular time and place usually define who we are. We are not there by accident but because of who we are. Even if we are drawn to change our nationality and culture, this also is part of our werde – both parts, what we were and what we become, are part of our werde, part of who we are.*

Which brings us to "exiles" of various sorts. An exile is really, I think, someone who, while being born in Telluria has her center-of-identity elsewhere. In that sense she is whatever she is, and not Tellurian. In fact, most of those people are in some degree or another, also Tellurian, but a few are not. A few are just plain aliens in a strange land. Some of us are what I rather facetiously call "teflon souls" – we really cannot enculturate on alien soil. Everything just slips off us and will not "stick". Most of the non-Tellurian deployments in Telluria have a profound problem with the Waters of Lethe. Nearly all the off-world souls I have encountered outside Aristasia, having been "wiped" on their way in, become deeply enculturated in Telluria, if not on an "identity" level (and some really do not identify with Telluria) then on a Matic, or "intellectual" level. That is to say, because they have no clear memory of the underlying intellectual structure

of their true culture, they adopt the post-"Enlightenment" West-Telluri ideology, or rationalism (including its various offshoots like New-Agism – which may even be superficially anti-rational, but fall into the same flux of relativism or "accidentalism"). The intellectual perversion of modern Telluri ideology (which is so rooted in the culture that most Telluri don't even see that it is an ideology, but think it is just "how things are") makes a complete hash of any non-Tellurian (or even traditional Tellurian) culture.

This is the real problem of any alien deployment in Telluria. Being wiped by Lethe and re-enculturated (brainwashed) into the West Telluri ideology, the exile becomes essentially useless to whoever sent her. She is not a Tellurian, but she is not anything else either. The combination of Lethe and brainwashing has crippled her. That is why so much of the work of our deployment has concentrated on restoring our Matic infrastructure. It is why Aristasia-in-Telluria always was, and continues to be, such an "intellectual" place. Because without Matic infrastructure, exiles are just leaves in the wind.

That is also why Bridgehead offers the protection of the Flag to those non-Aristasian intemorphic exiles who have a sincere and profound emotional linkage with their real identity-centers. Without a Matic infrastructure this is the best point they can get to. Bridgehead is partly a rescue mission and we do offer a hand to other exiled intemorphi if they want it and if they are happy to make personal alliance with the Rayannic Empire and abide by thamë, at least while they are with us.

- However, this is not true in all cases. Actually, very few things in the material world are true in all cases. In some cases, which used to be very rare, but as west Tellurian culture disintegrates are becoming less so (though still rare), a few people have very little werdic connection with where they were born. In these cases I think we might say that being exiled is more fundamental to our werde than the actual place of exile. The place has some significance, of course – there are no "complete accidents" – but may be no more a part of our werde (and no less) than a place we visited on a vacation or a country we were stationed in on a military action.

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